Listing of Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Previously Presented) A gaming apparatus, comprising:

a display unit capable of displaying three-dimensional images, said display unit comprising a display screen having a plurality of display pixels and a lenticular screen coupled with said display screen, wherein said lenticular screen is configured to provide nine perspective views that include a combination of three horizontal perspective views and three vertical perspective views;

a value input device;

a controller operatively coupled to said display unit and said value input device, said controller comprising a processor and a memory operatively coupled to said processor,

said controller being programmed to cause said display unit to generate a game display relating to one of the following games: poker, blackjack, slots, keno or bingo,

said controller being programmed to receive image data relating to a combination of a plurality of perspective views of an image, said plurality of perspective views being interlaced to form said image when displayed simultaneously,

said controller being programmed to cause said display unit to generate a three-dimensional display from said image data, wherein said controller is programmed to receive image data relating to a combination of the nine perspective views of said image, said nine perspective views being interlaced to form said image when displayed simultaneously, and

said controller being programmed to determine a value payout associated with an outcome of said game.

2. (Original) A gaming apparatus as defined in claim 1 wherein said display unit comprises a video display unit that is capable of generating three-dimensional video images from said image data.

3. (Original) A gaming apparatus as defined in claim 2,

wherein said controller is programmed to cause a video image comprising an image of at least five playing cards to be displayed if said game comprises video poker,

wherein said controller is programmed to cause a video image comprising an image of a plurality of simulated slot machine reels to be displayed if said game comprises video slots,

wherein said controller is programmed to cause a video image comprising an image of a plurality of playing cards to be displayed if said game comprises video blackjack,

wherein said controller is programmed to cause a video image comprising an image of a plurality of keno numbers to be displayed if said game comprises video keno,

wherein said controller is programmed to cause a video image comprising an image of a bingo grid to be displayed if said game comprises video bingo.

4. (Original)A gaming apparatus as defined in claim 1 wherein said display unit additionally comprises at least one mechanical slot machine reel.

5. (Original) A gaming apparatus as defined in claim 1 wherein said display unit comprises a flat panel display unit.

6. (Original) A gaming apparatus as defined in claim 1 wherein said lenticular screen is aligned in juxtaposition with said display screen.

7. (Original) A gaming apparatus as defined in claim 1, wherein said controller is programmed to cause said display unit to generate said game display as said three-dimensional display from said image data.

8. (Previously Presented) A gaming apparatus as defined in claim 1, wherein said lenticular screen includes slanted lenticules.

9. (Original) A gaming apparatus as defined in claim 1, wherein said lenticular screen comprises a first side comprising a plurality of lenticules and a second side comprising a substantially smooth surface.

10. (Original) A gaming apparatus as defined in claim 9, wherein said second side comprises an anti-reflective surface.

11. (Original) A gaming apparatus as defined in claim 9, wherein each of said display pixels comprise a plurality of sub-pixels arranged in a plurality of columns and wherein each of said lenticules are aligned with one of said columns.

12. (Original) A gaming system comprising a plurality of gaming apparatuses as defined in claim 1, said gaming apparatuses being interconnected to form a network of gaming apparatuses.

13. (Original) A gaming system as defined in claim 12, wherein said gaming apparatuses are interconnected via the Internet.

14. (Previously Presented) A gaming apparatus, comprising:

a display unit capable of displaying three-dimensional images, said display unit comprising a display screen having a plurality of display pixels and a lenticular screen coupled with said display screen, wherein said lenticular screen is configured to provide nine perspective

views that include a combination of three horizontal perspective views and three vertical perspective views;

a value input device;

a controller operatively coupled to said display unit and said value input device, said controller comprising a processor and a memory operatively coupled to said processor,

said controller being programmed to receive data representing a payline selection made by a player,

said controller being programmed to cause a game display to be generated by said display unit, said game display comprising images of a plurality of slot machine symbols each of which is associated with a respective slot machine reel,

said controller being programmed to receive image data relating to a combination of a plurality of perspective views of an image, said plurality of perspective views being interlaced to form said image when displayed simultaneously,

said controller being programmed to cause said display unit to generate a three-dimensional display from said image data, wherein said controller is programmed to receive image data relating to a combination of the nine perspective views of said image, said nine perspective views being interlaced to form said image when displayed simultaneously, and,

said controller being programmed to determine a value payout associated with an outcome of said slots game, said controller being programmed to determine said outcome of said slots game based on a configuration of said slot machine symbols.

15. (Original) A gaming apparatus as defined in claim 14 wherein said display unit comprises a video display unit that is capable of generating three-dimensional video images.

16. (Original) A gaming apparatus as defined in claim 15, wherein said controller is programmed to cause a video image comprising an image of a plurality of simulated slot machine reels to be displayed on said display unit.

17. (Original) A gaming apparatus as defined in claim 14 wherein said display unit additionally comprises at least one mechanical slot machine reel.

18. (Original) A gaming apparatus as defined in claim 14 wherein said controller is programmed to receive payline data representing a number of paylines selected by the player.

19. (Original) A gaming apparatus as defined in claim 14 wherein said display unit comprises a flat panel display unit.

20. (Original) A gaming apparatus as defined in claim 14 wherein said lenticular screen is aligned in juxtaposition with said display screen.

21. (Original) A gaming apparatus as defined in claim 14, wherein said controller is programmed to cause said display unit to generate said game display as said three-dimensional display from said image data.

22. (Previously Presented) A gaming apparatus as defined in claim 14, wherein said lenticular screen includes slanted lenticules.

23. (Original) A gaming apparatus as defined in claim 14, wherein said lenticular screen comprises a first side comprising a plurality of lenticules and a second side comprising a substantially smooth surface.

24. (Original) A gaming apparatus as defined in claim 23, wherein said second side comprises an anti-reflective surface.

25. (Original) A gaming apparatus as defined in claim 23, wherein each of said display pixels comprise a plurality of sub-pixels arranged in a plurality of columns and wherein each of said lenticules are aligned with one of said columns.

26. (Original) A gaming system comprising a plurality of gaming apparatuses as defined in claim 14, said gaming apparatuses being interconnected to form a network of gaming apparatuses.

27. (Previously Presented) A gaming method, comprising:

causing a game display of one of the following games to be generated: poker, blackjack, slots, keno or bingo,

converting pixel or sub-pixel image data for the game into nine perspective views that include a combination of three horizontal perspective views and three vertical perspective views, wherein the pixel or sub-pixel conversion occurs horizontally and vertically in relation to a lenticule;

receiving image data relating to the nine perspective views of an image, said nine perspective views being interlaced to form said image when displayed simultaneously,

causing a three-dimensional display to be generated from said image data, said three-dimensional display comprising the nine perspective views that include the combination of three horizontal views and three vertical views, wherein each perspective view of said image is viewed from a separate angle, said nine perspective views being displayed simultaneously, and

determining a value payout associated with an outcome of said game represented by said video image.

28. (Original) A gaming method as defined in claim 27, additionally comprising:

causing said game display to be generated as said three-dimensional display from said image data.

29. (Original) A gaming method as defined in claim 27, additionally comprising:

receiving image data relating to a combination of nine perspective views of said image, said nine perspective views being interlaced to form said image when displayed simultaneously.

30. (Previously Presented) A memory having a computer program stored therein, said computer program being capable of being used in connection with a gaming apparatus, said memory comprising:

a memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to generate a game display representing one of the following games: poker, blackjack, slots, keno or bingo,

a memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to convert pixel or sub-pixel image data for the game into nine perspective views that include a combination of three horizontal perspective views and three vertical perspective views, wherein the pixel or sub-pixel conversion occurs horizontally and vertically in relation to a lenticule;

a memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to receive image data relating to the nine perspective views of an image, said nine perspective views being interlaced to form said image when displayed simultaneously,

a memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to generate a three-dimensional display to be

generated from said image data, said three-dimensional display comprising the nine perspective views that include the combination of three horizontal views and three vertical views, wherein each perspective view of said image is viewed from a separate angle, said nine perspective views being displayed simultaneously,

a memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to determine a value payout associated with an outcome of said one game.

31. (Original) A memory as defined in claim 30 wherein said memory additionally comprises a memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to generate said game display as said three-dimensional display from said image data.

32. (Original) A memory as defined in claim 30 wherein said memory additionally comprises a memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to receive image data relating to combination of nine perspective views of said image, said plurality of perspective views being interlaced to form said image when displayed simultaneously.